

ODYSSEY² ADVENTURE

ODYSSEY² ADVENTURE CLUB MAGAZINE

WINTER 1982

PREMIERE ISSUE



GRAY MATTER

Welcome to ODYSSEY² ADVENTURE — the first issue of the magazine for, and about, ODYSSEY² fans all over the country and the foundation for a national ODYSSEY² ADVENTURE Club.

There are thousands of ODYSSEY² fans out there, and your numbers are growing. We tell it was time you got to know each other better and got to know the kinds of activities that are occurring because of the widespread interest in your game cartridges.

This issue, then, is just a beginning.

ADVENTURE will feature stories about fans who are compelling in the stratosphere with mind-boggling scores. We'll highlight the kinds of winning techniques that high rollers have developed, and it will hold contests so you can compete on a national level for prizes.

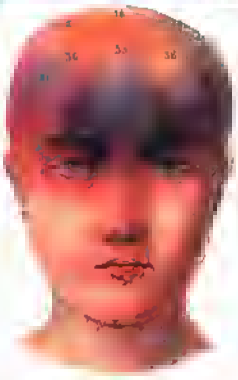
But most important, it will give you an insider's look into the depths of the ODYSSEY² mind — tips to improve your scores and exciting new playing techniques.

From now on, we're depending on your response to keep the magazine interesting and up to date. You are the real insiders whose brains we want to pick. We want your high scores for our record book.

We want to know what you like about ODYSSEY². If you have suggestions, tell them to us, too. You have tips to share with other ODYSSEY² gamers? Figured out new game variations? Have a high score you think is unbeatable?

Fill in the score coupon that appears on this page and mail your score and personal game techniques to ODYSSEY² ADVENTURE. The highest five scores on each of the games will receive a free T-shirt. So practice. Be a winner and expand your ODYSSEY² ADVENTURE.

Submission of manuscripts and photographs will be accepted only on the condition that CEDC PUBLISHING COMPANY may publish and edit them. Contributors must submit original material. Submission of letters implies the right to edit and publish. For a one-year subscription to ODYSSEY² ADVENTURE, send \$3 to Subscriptions, ODYSSEY², 30400 Van Dyke, Warren, MI 48093.



HIGH SCORES

What's your skill level on ODYSSEY²? How do you compare with other ODYSSEY² fans?

Fill in this scorecard and mail it to ODYSSEY² ADVENTURE, 30400 Van Dyke, Warren, MI 48093.

The five gamers who hold the highest scores will win *The Quest For The Rings* T-shirts. Deadline for entry, postmarked by January 30, 1982.

My best score in UFO, K.C. Munchkin, Speedway, etc., competition is

(Name of game)

(Best score)

I hereby certify that the above game score was made by me and is correct.

Name (print)

Address

City

State

Zip

Age

Telephone

FEEDBACK

THIS IS A CHALLENGE

I want to congratulate you on the quality of your newer games — UFO, *The Quest For The Rings*, and *Conquest Of The World* are excellent. My son and I can't wait to get our hands on K.C. Munchkin! Also, I'm wondering how my best UFO score, 977, stacks up against other ODYSSEY² fans.

Joseph Steinman

Poughkeepsie, New York

Thanks, Joe, for your kind comments.

Let's consider your score a challenge.

Anyone who says they've done better will have to prove it with a photograph showing the higher score. (Joe included a photo with his letter.)

IN ON THE ACTION

You people have progressed a lot over the past year. I would like to be a part of this, but I am only 10. I was wondering if you could use someone to test the cartridges and to rate them. I would be very pleased if you could have me do this job.

Stuart Kazanow

Randallstown, Maryland

Thanks, Stuart. As you'll see on page 4 of this issue of ODYSSEY² ADVENTURE, our cartridges are tested in games laboratories. We aren't currently holding any of those in your area, but if we do, we'll certainly keep you in mind.

INFORMATION, PLEASE

I would like to compliment you on your ODYSSEY² cartridges and console. They have brought endless hours of enjoyment to my family. I would also like to know when your new Master Strategy Series games are coming out.

Jeff Cox

Memphis, Tennessee

It's nice to hear your compliments.

Jeff: Family fun is what ODYSSEY² is all about. The Master Strategy Series games, *The Quest For The Rings* and *Conquest Of The World* are already out. *The Great Wall Street Fortune Hunt* is coming soon. Read about this Series in the Coming Up section on the following page.

COMING UP

We're hard at work to bring you challenging video cartridges. Here's what's new, or coming, from ODYSSEY!

MASTER STRATEGY SERIES

A Trio of Advanced Games

THE QUEST FOR THE RINGS is the first in the series. Quest was rated the most innovative game in *Video Magazine's* 3rd Annual Arcade Awards.

Here's what professional games reviewers have said about Quest:

"...charted a bold new path for video games by bleeding the on-screen action with aspects of the traditional board game."

"...synthesis enriches Quest with more depth, detail and complexity than any other previous cartridge for this — or any other — programmable video game system."

"...a grand step ahead of other games in richness and complexity"

"...this marvelous new cartridge for the ODYSSEY² has 'superhit' stamped all over it in gold letters."

As in all Master Strategy Series games, Quest players (2 to 6) set up the strategy on the game board and play the action on the screen.

The game's objective is to find and capture 10 magic rings of power which lie hidden within the Dark Lands of the evil Ringmaster.

(For a detailed review of *The Quest For The Rings*, turn to page 10 and read Bill Kunkel's comments.)

Quest is the entrance to an alternate world of adventure, fantasy and fire-breathing dragons.

CONQUEST OF THE WORLD — an electronic and graphic simulation of a strategic and tactical confrontation between world powers.

On the screen, electronic land, sea and air forces are deployed against each other. Be careful — your energy units are limited, based on the relative strength of your countries.

On the game board, 43 countries have been divided into 11 geopolitical zones. Each country has been weighted with a power base that reflects its capability — based on the real world of today.



Your objective is to lead your homeland to world domination through negotiations, conquests and alliances.

In an endless maze of on-screen battlegrounds, submarines submerge into ocean depths to stalk the enemy undetected and fire deadly missiles — jet fighters soar over the landscape to attack with devastating armor-piercing weapons — tanks roll over ever-changing terrain to stalk opponents with precision firepower. You are the commanding general.

THE GREAT WALL STREET FORTUNE

HUNT — third in the series — is coming soon. Sure to be another award winner for ODYSSEY², *Fortune Hunt* is an authentic computerized model of the real investment world.

The action is as swift as roulette and as real as *The Wall Street Journal* in this exciting game of high finance. You start off with \$100,000 and your objective is to make more money than any other player. A special expanded memory cartridge turns your ODYSSEY² into a realistic computer model of the fast-moving and unpredictable investment world.

The latest market quotations flow across your television screen. The prices



Vol. II Winner 1982 Edition I

EDITOR: Jeff Graydon
ART DIRECTOR: Ken Czerwinski
COPY EDITORS: Elaine Pines
Madeline Scodellaro
RESEARCH: Doris West

ODYSSEY² ADVENTURE is published quarterly by CECO Publishing Company, 30400 Van Dyke, Warren, MI 48093. Richard H. Ross, President; Andrew Molnar, Creative Director; R. W. Pressing, Business Affairs Director; Gerald C. Sherwood, Production Manager. ©1981, CECO PUBLISHING COMPANY. ALL RIGHTS RESERVED.

of stocks, bonds, gold, options, T-bills and real estate fluctuate in direct relationship to the latest news flashing in from all parts of the globe.

The sensitivity of different kinds of investments to different kinds of news is graphically portrayed on a totally new kind of game board. It gives you the information you need to enter buying and selling decisions into the computer keyboard of your ODYSSEY².

The *Great Wall Street Fortune Hunt* is a fun game and serious learning tool that can be played at many levels. If you're new to the market, start with simple trading. The computer will keep track of your investments and perform all the calculations. When you're ready, graduate into buying on margin and get into options. It's all here! Full sync-sound video action. For one or more players.

COMING SOON

KEYBOARD CREATIONS — Type messages on the screen. Play word and number games. It turns your words into a light show that travels across your TV screen. There's a myriad of applications. You can make professional-looking titles for your videotape recordings. [A special "dateline" even includes a computerized digital clock that displays the actual time the recording was made.] It turns your TV set into a message center that can't be missed! This immensely versatile cartridge even plays word games to make spelling practice fun for kids and to present totally unique challenges at the adult level. Full sync-sound action. Digital clock. Background color control.

EXTRA!

Watch for an announcement at the latest creation in space fiction action from ODYSSEY² — coming soon.

It's coming from outer space. Furious pounding of lasers rip out of your cannon while you avoid alien ships that have you locked in their sights.

You'll play it on regular or hyper speeds. And when you get good, you'll rack up points faster than you can say NEW! FROM ODYSSEY².

BEHIND THE WORK

WHO KNOWS WHAT EVIL LURKS IN THE POWERFUL

It's Friday night, still early, and you've already been caught in an economic maze that has your mind boggled. Take *The Money And Run*, the cartridge says. It's not that you haven't tried.

You've been blasted out of your seat by alien lasers, been outwitted by sinister demons, and what you'd really like to do is to get your army to invade the laboratory of ODYSSEY² headquarters and capture the folks who created these video games in the first place. If for no other reason, to at least pick their crafty brains.

Meet the mind-benders — the game cartridge creators who spend their days and nights thinking of ways to challenge you.

For starters, meet Ed and Linda Avereti, a couple of 33-year-old electrical engineers who are used to dealing with things like microchips and algorithms and who have come a long way in the design of ODYSSEY² cartridges since they began four years ago.

Some couples have a guest room in their homes. The Averetis have a computer room in their Tennessee home, and lately they spend a lot of time there.

"You have to know the computer like a pianist knows the piano," says Ed. Only the music he makes is on a "development system" — a special-purpose computer.

He and Linda take as long as three months to design a cartridge that will perform efficiently, be challenging and provide a lot of fun.

They are the inventors of *UFO: Alien Invaders Plus*, *The Money And Run*, and more — 20 cartridges all told.

Linda is the "technical heavy"; Ed is the strategist.

They take an idea and, the way computer people do, translate that idea from the abstract to the technical.

"We have to know the computer

"You have to know the computer like a pianist knows the piano."

language, how the equipment we're using can best perform, and how to get past certain stumbling blocks we may run into as we adapt the game to the rules," says Ed.

Meanwhile, back in Illinois, Steve Lehmer and Ron Bradford write and illustrate the booklets that go with the games.

Steve has written the rules booklets for every cartridge ODYSSEY² has offered or is about to offer.

The system works like this:

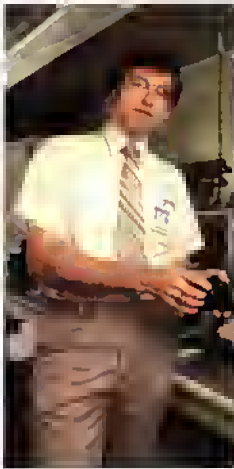
Once Ed and Linda have finished the game, they send a copy to Steve. Steve and Ron play the game and look at the rules of play that Ed and Linda have sent with the game. Steve

and Ron then come up with an imaginative story which will become the script for the game. They get involved early in the board games.

The Quest For The Rings, for example, started with an idea about a warrior and wizard, a changeling and a phantom. Like Hollywood scripts are put together, Steve wrote a scenario of what the board game might do while Ed and Linda were bringing the game to life on the computer.

Ed and Linda hit the computers and Steve headed for the drawing board where, on a sketch pad, he began mapping out the details of the game board. Like, where do you hide if you're the ringmaster?

During this process, Steve and Ed talk almost daily about the progress



INGS OF THE MIND

ODYSSEY² MIND? THE ENGINEERS DO.

they are making and the problems they are having. When they're happy, think they have a balance between what's challenging and what's impossible, feel challenged by the workings on the screen, they are ready to move along to the games laboratory.

That is what researchers call a focus group: a selection, in this case, of games fanatics who try the idea out while being watched by the experts.

"You know what the game is and you've been playing it endlessly yourself. You have to find out how other people are going to react to it," Steve says. "The idea is to minimize an experience that a person may never have in his own life."

Now it's time for adjustments, and

"The public is more knowledgeable about video games and computers than ever"

almost time to write the game scenario.

Once the verdict is in from the focus group in the games lab, Steve can put together a rule book that is understandable, easy to follow and well illustrated. Then, it's time for more tests.

This time, groups of people ranging in age from 10 to 50 are given the cartridge and the rule book cold — no explanation. If they have difficulties muddling through the game, the creators figure there's something wrong and go back to the drawing board. If not, they figure they have a winner.

Not surprisingly, this crew that as-

sembles ODYSSEY² feels they are becoming increasingly more proficient in putting together sophisticated games.

"I see profound changes taking place," says Steve. Sure, there's a lot of fantasy in the game world, but, he says, the game world is getting more and more like the real world.

The Master Strategy Series, complete with game board, takes you to the alternate world of strategies you might encounter in real life.

The game world has power struggles, so does the real world. The real world has economic strife and get-rich-quick schemes. You'll find these on your cartridges, too.

Ed Averett puts it this way:

"Games are here to stay."

And back in Knoxville, Tennessee, where the ODYSSEY² cartridges are actually manufactured, the experts have realized the importance of providing entertainment and challenge to game lovers the world over.

Sam Overton, for example, who is manager of software for video games and who has created such games as *Golf* and *Football* for ODYSSEY² fans, is busy expanding a department of brainstorming engineers and designers who plan to stay way ahead in the video game creative world.

"This is not something that's going to stand still," he says. "We'll be providing people with more and more interesting and challenging games in the future."

"The public is more knowledgeable about video games and computers than ever. And so the nature of the games can be more complex and compelling."

None of this is easy, the experts agree. But it's fun.

Think about that the next time your back's to the wall and alien lasers are about to destroy you. Think about the mind at work dock in the laboratory.

Better yet, forget it when the going gets rough. You'll need all your forces of concentration to retaliate.



From left, Sam Overton, Ron Bradford and Steve Lehner (right) and Ed Averett

ODYSSEY² DIMENSIONS

Start
Snake Eyes! Slither ahead
three spaces

Go back 6 spaces.
In time

Game's over. Tally
your score
already



Go back
2 spaces

Here's your
chance to
pick up points.
Play UFO a round
and then hand the
joystick to your
opponent

Stop for
intercontinental
breakfast. Lose
a turn.

Ach! You've lost power.
Skip a turn to recover your energy

Okay, Suggs. It's you
against the UFOs and
you can't use your
cannon. Fight until you're
blown away and
keep score

Your
armor is
rubbing. Lose
5 points

Go back
6 spaces



Free
turn.
Roll again

Direct hit. Add 10 points

Time machine's thrust
to **SHOWDOWN IN
A.D.** with opponent
both keep score

Cloud cover. Play **UFO**
blindfolded. Keep score

Go back 2 spaces

Go ahead 4 spaces

Advance
one.

RULES

1. ODYSSEY DIMENSIONS is a game of chance and skill designed for two players or teams. You'll need dice (each player gets one) and markers (use a coin).
2. Roll a die to see who goes first. High roll wins.
3. Play begins when the first player rolls his die, following instructions on the square where he lands. Keep score.
4. Play ends when the first player reaches INFINITY. Player remaining in the space dimension subtracts one point for each square he is removed from INFINITY. High score wins.
5. If you lack one of the games, substitute with an agreed-upon game and compete one to one with your opponent on that square. For example, if you don't have WAR OF NERVES, substitute with another opponent game, and compete with the other player.
6. Games included are UFO, SHOWDOWN IN 2100 A.D., ALIEN INVADERS-PLUS and WAR OF NERVES.

Violence!
Violence!
Engage the
enemy (your
opponent) in
a 10-point
**WAR OF
NERVES**. Both
keep your
scores

UFO
fight
with
your
cann
load

You've been zapped by
losers. Start again.

Spot a UFO! Play until
your ship's destroyed and
tally the score.

It's SHOWDOWN IN 2000
A.D.: Go hot to 100
against your opponent,
and keep track of both
your scores.

It's a jungle out there.
And you're caught in
high brush. Slip a hum.

What a roll!
Do it again.

Your
game
vs. your
opponent's.
The winner in
this WAR OF
NERVES keeps
10 points.
The loser
subtracts
his
score.

Go back 2 spaces.

Advance 3 spaces.

Go to war against ALIEN
INVADERS-PLUS! Fight until
10 battles are won. If you
win, add 10. If not,
subtract 10.

Go back a space.

If you
2000
ent and
are

You're stuck in neutral in
your command ship. Only
cannon works against UFO.
No joystick.

You're in a time freeze.
Throw out for one turn.

Have 10 points. You deserve it!

Your
ship
still won't
move, but
your cannon
works. Play a
round of UFO
anyway.

Holy SHOWDOWN! Shoot out
and both keep score.

Fight your
way through
10 battles
against ALIEN
INVADERS-PLUS!
10 if you win,
minus 10 if
you don't.

It's SHOWDOWN
IN 2000 A.D.
again. Hey,
Quickdraw!
Shoot out and
keep score.

Go ahead
1 space.

Your field force is down.
Go back 3 spaces.

Lose 5 points.

Nice roll! Go back to your
last space and try again.

You're not out of the forest
yet! Play WAR OF NERVES
against your opponent.

out.
on and
your score

circakill

So You Want to Be a Video Games Inventor

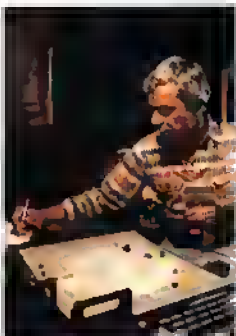
Here's how the big-timers started in the unlikely field of ODYSSEY® creation.

Na university we know at is currently offering graduate degrees in games invention. But if you feel it's the field for you — better than doctor, lawyer, Indian chief — take a quick lesson from the inventive folks who bring you ODYSSEY®.

Take a lesson from Steve Lehner, for example.

Lehner, who is 50, has the enviable job of letting his imagination run rampant over games ideas he finds in real-life situations. He's one of the people with an eye to the future, a taste for the American pulse, and, as usual, his nose to the grindstone.

Lehner didn't always design games. He was once the creative director of an advertising agency, who drifted into the field because of an intense interest in video games and a great respect for ODYSSEY®.



Steve Lehner

Or take a lesson from Sam Overton, who is manager of software for video games at ODYSSEY®. Overton was graduated from the University of Tennessee in 1969 — light years ago when you think of the progress made in microtechnology.

Overton, who is 35, is an electronics engineer by profession. He never figured he'd be designing video games. That happened "totally out of the blue," he insists, but it happened because of his electronics expertise.

Same with the Averetts — Ed and Linda — who are the ideal team with expertise in electronics engineering and product marketing. They started what they call a "cottage industry" in their home about four years ago because they both believed in a bright future for video games with ODYSSEY®. They have a computer in their home and take turns — one churning out

programs that will eventually become new cartridges while the other watches the kids.

All of these people keep their collective eyes peeled on the shifts of interest in motion pictures, television, sports, hobbies and cultural fads.

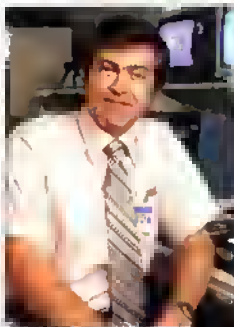
The idea, you see, is to keep the games interesting and up to date. The idea is also to keep them affordable. There are a number of flashy things that could be done on \$100,000 computers that can't be done on the consoles you and I can afford to own.



Sam Overton and Linda Averett

It takes a certain amount of technical genius, then, to stretch the parameters of the technology available to the home user.

So...you want to be a video games inventor? Study mathematics, study electronics technology, allow your creative juices to boil away. And for heaven's sake...practice.



Sam Overton

I don't know when it all began, but I suppose it was when I first saw ODYSSEY. Something special happened between us. The brushed-chrome look, the eight-position hand controls, the full alphabet and number keyboard — just the way it felt when I touched it. I don't know, I guess that's when it started for me.

It's really the kind of thing that starts socially. You don't just suddenly become addicted to ODYSSEY; you play it a little bit at a time. At parties you pick it up because others seem enthralled by it, and after a few minutes you can't put it down.

Of course, I fell into a bad crowd, too. They played ODYSSEY all the time. It was more than just fun to them.

Yes, I always thought I was the kind of guy who could put it down, I always thought I could go to parties, play a little ODYSSEY, just a couple of games to relax, and pull it down and do other things anytime I wanted. When I think back on it, I guess I should have known better.

It's true. I'd been hooked on the video games in airports for quite a while. I would walk up to any Space Invaders, clear off the aliens, and send my little starship flying to the sky beaming out "S-O-S" anytime I wanted.

Asteroids. Space Invaders. Pac Man — I guess I spent maybe \$200 or \$300 a year pumping quarters into those machines just keeping up my habit while travelling. So, I guess if I thought back, I would have known that when I finally got my own ODYSSEY, with 40 or more different games and no slot for quarters, my life would change in a big way.

I have to say that what flipped me over the edge was the UFO cartridge. I'm up to 736 on UFO. My son — yes, I've managed to hold onto my

Confessions of an Odyssey² Addict

It started as a lark, but where would it end? Would I have to face my problem alone? Was ODYSSEY addiction that kind of life-changing experience?

family through all this — made a run on me for a while. He beat my record and was holding pat at about 547. But one Saturday night (I remember it because my wife was dressed to go to a party, and so was I), I picked it up and started playing. Real casual, you know.

After about an hour, I knew I was hot. I was knocking off laser fighters, they weren't knocking me off. And so

I told my wife we couldn't go to the party. Not that night!

As she has done so many other times, she just shrugged her shoulders and went out without me. She knew that once I was on a run with UFO, there was nothing that she or anyone else could do about it.

Well, about 2 a.m. I finally got going. I had been in the 300s and 400s, but when I joiled past my son's 547 point, I knew I was smoking for real. And finally — I'll never forget it because I'd moved in on two of the X-fighters that were tracking me — they were in a perfect configuration to set up a chain reaction which would throw maybe 20 points onto my score.

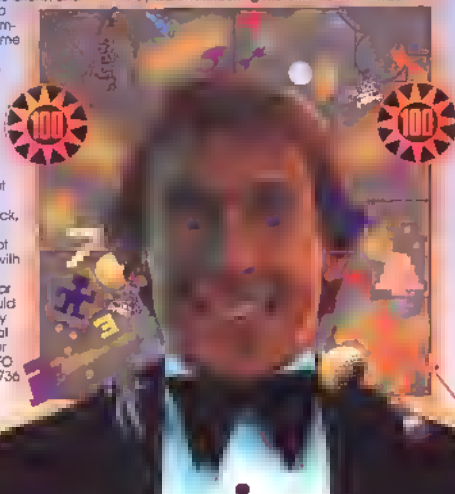
When I knocked off the first, it blasted down my force shield as it always had. And at that instant, right from the center bottom, came a laser fighter ready to blaze me away into eternity. Heh, heh. But not before I had racked up 736 points.

I slumped down in my chair, exhausted, covered with sweat, just as my wife arrived home from the party.

I sat quietly as she told me that people had been asking about me. I was silent while she went on with

gossip about the hors d'oeuvres and all the other stuff that doesn't matter to a soldier who has just polished off 736 on ODYSSEY.

Then she said a lot of people at the party were playing ODYSSEY. And I smiled. And she said she'd picked it up just for a few social games and kind of enjoyed it. And ever so quietly I slipped the UFO cartridge into its slot, shuddering at that wonderful click it makes as it slams home and programs the main frame. I pressed Space and quietly slipped the right-hand control into her trembling hand. "C'mon, honey," I said, "just one game." And I snuck out of the room feeling smug.



CRTICAL

A PRO GAMES REVIEWER TAKES A HARD LOOK AT ODYSSEY²

By Bill Kunkel

If today's video games fan were to lay all the available home-programmable systems end to end, they would all seem pretty much alike. Each would have two controllers, a console and an RF modulator for quick hookup to the TV set. Every major system also offers a fair mix of sports simulation and arcade contests — both two-player and soloaire.

The ODYSSEY² is the only system in its price range that can boast a full alphanumeric keyboard. And when the name of the game is programmability, the keyboard can be an amateur's best friend. That keyboard, therefore, is obviously the crown jewel of the ODYSSEY² hardware system.

Because of it, the rest of the console is simplicity itself, with the large red on-off button the only other feature. The console is sleekly fashioned from durable materials and finished in an attractive chrome trim.

ODYSSEY² gamecards, at which there are more than 40, are handsomely packaged in rugged book-style maintainers and also a convenient top handle for easy insertion and removal from the cartridge slot.

The joysticks were recently redesigned to stand up better under tough handling and offer more precise directional control. The inner edge of the controller, against which the joystick is manipulated to determine onscreen movement, is scalloped to give precise control in all eight directions. The sticks come permanently attached to the system. In the majority of cases in other systems, damage occurs when a player is plugging in or unplugging the controller.



GAMES SOFTWARE

Games offered from ODYSSEY² in 1981 are not only the best in that company's impressive history, but are some of the finest game programs available anywhere. As ODYSSEY² designers continue to integrate the keyboard into their game concept, the resulting programs get better and better.

UEO

Players use the keyboard to type the name of the high scorer right next to his point total — an excellent arcade touch never before seen on a home-programmable video game.

The game itself is a brilliant scenario that pits the player against a slew of the evil Empire's deadliest weapons — Stardust Drone Minds, Hunter-Killer Fireball Solenite and Light-Speed Starships (ODYSSEY² never fails to provide their onscreen elements with exciting nautical designations). The Dranes (worth 1 point) drift randomly through space, until two of them meet, at which point they fuse into a Hunter-Killer (worth 3 points) which doggedly seeks out the player's ship, the Light-Speed Starship, however, is both the deadliest and most valuable (10 points) adversary.

The player's ship, meanwhile, is protected by an armor shield, depicted as a ring of blue dots surrounding the ship — one at which shines brighter than the others. This is the cannon. By rotating the shield clockwise, this cannon can fire in any of eight directions. The shield can also be used as a ram. However, after each ram, or

successful hit, the shield is temporarily drained of energy and the ship is helpless.

Hint: The Light-Speed Starship can only fire diagonally so long as your ship remains parallel with it. It is in no danger.

THE QUEST FOR THE RINGS

The Quest For The Rings, the company's latest offering, and the first in their Master Strategy Series, makes the most brilliant use yet of the ODYSSEY² keyboard, adding the sophistication of a fantasy board game with eye-popping alphanumeric wizardry to create a video game of experience completely unique to the field.

This landmark program — based loosely on popular role-playing fantasy games — allows gamers to search for and capture 10 magic rings, which the fearful Ringmaster has hidden beneath the 23 castles scattered over the landscape.

Either the computer or a human player may be cast in the role of Ringmaster — using an overlay placed atop the ODYSSEY² keyboard to program the dungeon with Nightmare Monsters who guard the rings.

Players can cast themselves as any of four types of adventurers — a Wizard who throws stun-spells, a sword-wielding Warrior, a Phantom who can walk through walls and a Chameleon who uses a cloak of invisibility to hide from the Nightmare Monster.

It's hard to decide which element of this game is most impressive — the concept is brilliant, as is the detailed background provided in the accompanying literature. The graphic effects are truly wondrous and The Quest For The Rings is as much fun as any video game you've ever played.

Bill Kunkel, a New York-based journalist and games reviewer, is executive editor of the new magazine, Electronic Games.

PREMIUMS

GIFTS FROM ODYSSEY²

Here are some of the gift items available to you from ODYSSEY². To order, send a check or money order payable to ODYSSEY² to:
ODYSSEY² ADVENTURE
30400 Van Dyke
Warren, MI 48093

Michigan residents add 4 percent sales tax. Be sure to indicate T-shirt size when ordering the Quest For The Rings T-shirt.



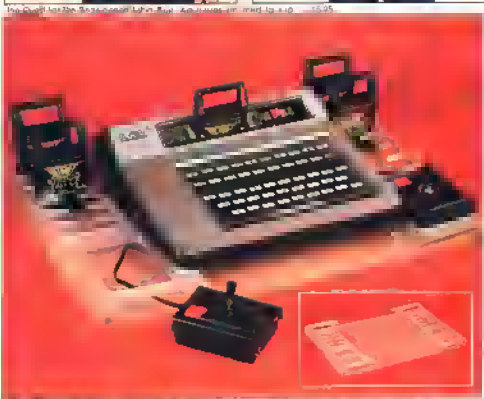
Quest For The Rings: The Dragon poster 24" x 36" \$2.95



The Quest For The Rings: Dragon Slayer T-shirt (any size) \$5.95



Pushy, pushy Hissing Dragon 10" tall \$12.95



Quest For The Rings: Dragon Slayer electronic module (optional and additional) \$99.95

TIPS

FROM THE EXPERTS

Here are some tips for improving your ODYSSEY² skills. They come from the minds behind the ADVENTURE. **Get to know the keyboard and joysticks** so that operating them is second nature. You don't want to have to think before you react. Thinking takes too much time.

Try to follow a programmer's logic. Intergalactic warfare takes place mathematically before it happens on your television screen. If you can decipher the steps the programmer has taken, you can outguess the opposition.

In the cartridge SNOWDOWN in 2100 A.D., you can reload your gun by touching a tree that is the same color as your android gunfighter.

"Cheating" on your score in COMPUTER GOLF is possible if you run the score past 99 on the digital readout and continue until you have a very low accumulated stroke tally on the two-digit readout at the upper left part of the TV screen. (YOUR PERSONAL "CHEATING" METHODS WOULD BE WELCOME INFORMATION TO SHARE WITH OTHER READERS AND THE STAFF AT ODYSSEY² ADVENTURE.)

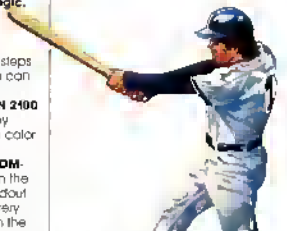
In GOLF, the longer you depress the action button, the farther the ball will go.

In UFO, use the one-point UFOs as a screen against the 10-painter. Rack up most of your points by shooting the three-painters.

In the game BASKETBALL, the player possessing the ball must shoot within eight seconds or the ball will automatically transfer to the other player (makes for a terrific "stall" in close games, should the coach call for it).

Use the CRYPTO-LOGIC message game to add interesting titles to your TV screen. If you continue your message beyond 14 letters, the 15th and following letters will appear on the deciphering line and the ENTER key

will not function. But in this mode, your TV screen will serve as an electronic blackboard.



In BASEBALL, your outfielders will read a pitch just like the big leaguers do. A curve outside, for example, is most likely going to the opposite field.

In UFO, the 10-point laser cannon can only fire diagonally. Keep your ship parallel to avoid getting blown away.

In UFO, your cannon can cause a 10-point laser's cannon to backfire if it's aimed in the right direction.

Stay in the lower portion of the screen when shooting your cannon in UFO.

The explosions happen mostly above the hit UFO and can add more hits and points to your score.

In K.C. MUNCHKIN, before the munchers regenerate, they flash three times. On the first flash, they still munch. On the second or third, you're dead.

HOW TO GET SERVICE ON YOUR ODYSSEY² AFTER THE WARRANTY

ODYSSEY² service is simple and inexpensive.

If your ODYSSEY² ever needs service, out-of-warranty service can

be obtained by returning your ODYSSEY² to one of the addresses listed below.

Include a letter describing the ODYSSEY² problem. Be sure the letter includes your name and address. Enclose your check or money order for \$34.95. When your ODYSSEY² is received, it will be repaired or replaced by a renewed ODYSSEY² and shipped to you transportation prepaid.

Before returning your ODYSSEY² for repair, verify that there is a defect by reviewing the "troubleshooting" section of the owner's manual.

MAGNAVOX ODYSSEY² SERVICE CENTERS

LOS ANGELES CENTER
Magnavox Consumer Electronics Co.
2649 Maricopa Street
Torrance, CA 90503

CHICAGO CENTER
Magnavox Consumer Electronics Co.
7500 Frontage Road
Skokie, IL 60076

ATLANTA CENTER
Magnavox Consumer Electronics Co.
1898 Leland Drive
Marietta, GA 30067

CLEVELAND CENTER
Magnavox Consumer Electronics Co.
24092 Detroit Road
Westlake, OH 44145

NEW YORK CENTER
Magnavox Consumer Electronics Co.
159 East Union Avenue
East Rutherford, NJ 07073

